AGB-BHWE-USA INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

## IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

### **WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eyé or muscle twitching Involuntary movements

Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

### **AWARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop
  playing and see a doctor.

### WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
  correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.





THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE VISIT THE ESRB AT WWW.ESRB.ORG.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARETRADEMARKS OF NINTENDO.

© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

# TABLE OF CONTENTS

-					-	
	GE		4	_	10	
			1 -			

02 Setup

03 Game Controls

04 The World of HIGHWAY 35™

06 Getting Started

09 | Playing the Game

The Cars

The Circuit

The League

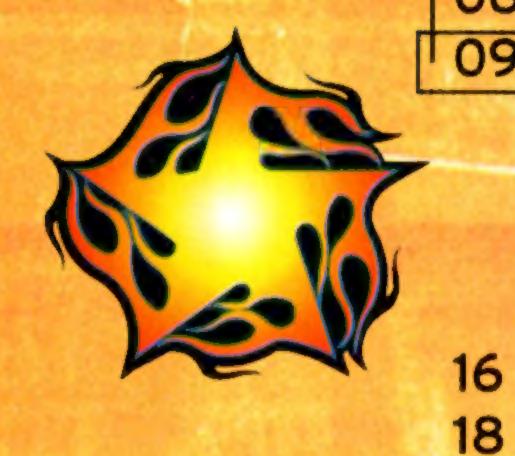
The Stunts

**Pickups** 

Hints & Tips

Credits

**Limited Warranty** 



22

26

Turn OFF the power switch on

your Nintendo® Game Boy®.

Advance. Never insert or remove a Game Pak when the power is on.

Insert the Game Pak of Hot Wheels™

**World Race**" into the slot on the Game Boy<sup>®</sup> Advance. To lock the Game Pak in place, press firmly.

Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).

PG 2 GBA

# GAME CONTROLS

The following is a list of the controls used in **Hot Wheels**" **World Race**":

L Button

+ Control Pad

START/PAUSE



Control	Effect Pause the game. (Where you can Continue				
START					
	the Race, Retry, or Quit to Menu)				
A Button	Accelerate				
<b>B</b> Button	Brake / Reverse				
L Button	Activate Nitrox2 Boost or Pick-up.				
R Button	Handbrake or Stunt Modifier.				
Control Pad	Steering or Stunts (while in the air)				

# The World Of HIGHWAY 35

Thousands of years ago, an advanced race of beings called Accelerons built an amazing network of speedways that wrapped around the world. When disaster struck, they hid these twisting, looping roads and the ultimate source of energy-the Wheel of Power-in another dimension. An eccentric scientist, Peter Tezla, has discovered the road naming it Highway 35™ and wants for himself the Wheel of Power. Unable to navigate the road himself, Tezla has assembled thirty-five of the world's greatest drivers, built them super-powered race cars and offered them

PG 4 GBA millions to be the first to find the Wheel of Power and cross the finish line. Drivers who take this challenge will need all of their skills to blast through World Race terrains: fiery volcanoes, menacing jungles, sweeping deserts, and icy oceans. Now it's up to you to navigate your World Race" team through Highway 35," find the Wheel of Power, and claim the riches and glory. Welcome to the Hot Wheels" World Race." Drive the Impossible!"

# GETTING STARTED CTARTED



On the Game Select screen, you have the following selections to choose from. Use the **Control Pad** to

#### Quick Race

Quick Race gets you straight in the action. Get ready for the race of your life against five other opponents.

#### Multiplayer

With a Game Boy® Advance Game Link® cable you can sync up your Game Boy® Advance with three of your friends and let them find out who's really the master of the track.

#### Time Trial

Competing against others not your style? How about a quick race against an opponent? If you beat the car you race against, it will be unlocked on the car select screen.

#### League

Here's where the elite end up-the World Race" circuit. Challenge after challenge, may the best racer win.

#### **Options**

This gives you the opportunity to adjust the Sound FX or Music to your liking. You can also check out the credits if you want, and see the speed demons that created this game.

#### **Password**

Every time you unlock something new, you get a password. Enter your password to open up new levels or cars.

# PLAYING THE GAME



From Quick Race to Time Trial to League Challenge, the beginning of the game is always the same-choose your car, pick your track then go, go, go!

#### The Cars

Looking for the best car? So is every other racer on the track. What makes each car unique? There are three different categories that cover how they handle the track and the power of their engine.

Speed: It's pretty simple—the higher the speed the better. This tells you what the top speed is when the car





#### isn't boosting on Nitrox2.

Acceleration: Sometimes being the first is being the best.
The higher this value is, the faster the car is off the line.
This is also really useful when you're recovering from crashes and powering out of sharp turns.



important, but it is needed for negotiating corners and avoiding crashes.

Once you've got your car chosen, there's one feature every driver has to know about-Nitrox<sup>2</sup>
Boosting. Every car has them and

they're essential for racing. If you

haven't gotten a pickup then you can trigger a Nitrox² Boost by hitting the **L** Button. This will give your car a turbo boost for as long as the L Button is held down or until the power bar (on the top left side of your screen) reads empty.

#### The Circuits

You've got the speed but now you've got to select somewhere to go. Get ready for some of the most extreme tracks you've ever seen.



While you are testing out your need for speed, keep an eye out for Boost Pads. These inventions of the strange Dr. Tezla will give your car a sudden burst of speed. Be careful



though-hitting some of these beauties could send your car hurtling straight into walls!

#### The League

The World Race™ event-proving who is

the best of the best—is here for you to experience in the League Mode. You start in the Rookie League and then take part in a series of grueling races set on the twisting tracks of the World Race. By winning, you will work your way through the Veteran and Elite leagues, as well to the Ultimate Championship and mastery of the World Race™ circuit. It also unlocks a number of new tracks, which can be played in the Quick Race and Time Trial modes as well.

Every race in League
Mode has a points
requirement—if you earn
enough points you can
continue in the league but if
you fail then it's game over for
you. Points are earned by how you place
in the race:

Position	Points
1st	5
2nd	4
3rd	
4th	2
5th	

If you fail to earn enough points to keep going (or if you think you can do better), then select the Retry option from the Pause menu. You can also select a Retry after the race results are shown. Be careful, though—in each league you only get 3 Retries and that's it.

#### The Stunts

What's racing without some extreme stunts? Performing extreme flips and twists in your car not only looks cool but also fills your Power bar (which you can use for a Nitrox<sup>2</sup> Boost or a Pick-up later!).

To perform a stunt, hold down a direction on your **Control Pad** as you go over a jump ramp. Keep



that button down while you're in the air to keep the car rotating. The car will perform a different stunt depending on which button on the **Control Pad** that's held down. If you managed to catch only a little air on your jump, stick with one rotation. However, if you were lucky

enough to catch big air, you might be able to do two or even three rotations in a single jump. With that much air, you can also use the **R** Button to modify the stunt when you hit the ramp. And while we're on the subject, keep your stunts fresh. If you repeat the same stunt more than twice in a row, then and everyone knows you are totally stale, meaning no bonus (and no power) for you at all.

# PICK-UPSICK-UPS

The eccentric Dr. Tezla is certainly an interesting character; around each track, he has installed green-glowing Tezla spheres. If you drive over one of these, it will be absorbed into your car and give you a special pick-up. To activate a



pickup, press the L Button.
All pick-ups last as long as you hold down the L Button or until the power bar is completely drained. The different pick-ups available are:

Negative Tezla Field—This field shields your car in a protective repulsion field. Your friction is reduced and you can use the outer track walls to slingshot your car around corners.

Disruptor—This fires a plasma ball that homes in on the nearest car, shorts out its circuits and brings the car to a standstill for a short while.

**EMP**—This generates a powerful magnetic pulse that shorts out all of the other cars on the track for a set period of time.

You can power slide smoothly out of most corners using the handbrake. Tap the normal brake to come out of the skid.

Keep your speed up by hitting as many boost pads as you can.

Sometimes it's better to slow down; try tapping the brake before hitting the harder corners.

Don't get greedy when pulling stunts. Remember, you get power if you land safely and, besides, crashing too often can cost you the race.

Save those Tezla fields to help you get round the trickier corners.

If a positively charged car and a negatively charged car collide then both cars return to a normal state.







2003 Mattel, Inc. All Rights Resen

#### Climax Studios

Producer

Agostino Simonetta

Lead

Programmer

Phil Yard

Lead Artist Mark Knowles

**Lead Designer** Alastair Cornish

Code Team
Console Lead
Julian Adams

**Programmers** 

Kevin Hoque Kim Burrows Mark Flanagan Rab Hallett Stu Findlater Tom Williams Additional Programmers

Balor Knight
Chris Caulfield
Damyan Pepper
Jim Callin
Shawn Hargreaves

Art Team
Car Lead
Robin Scott

Concept Artwork
Calum Watt

**Environment Team** 

Ben McGrath
Calum Watt
Guy Mills
Henry Rolls
Justin Bravery
Marco Hallett
Mick McMahon
Ned Langman
Ryan Guy
Steve Sampson

Car Team

Andrew Stephens Darren Fenn Matt Tracey

Paul Ayliffe Paul Meston

Paul Shewan Rob Parker

Warren Wnuk

Movies Nik Faulkner

Additional Artist Gylan Hunter

Design Team
Designers
Adam Board

Jon Millidge

Sound Design

and Music

Rockett Music Ltd

QA
Department
Lead QA
Steve Brocking

QA Chris Bowles

Management Information Systems Guy Mayhew

**Rupert Mills** 

Admin and Office Support

Lynn Horton Melanie Ward

Studio Head Tony Beckwith

Development Director Nick Baynes

Technical Director Greg Michael

Art Director Craig Gabell

Special Thanks
Dawn Beasley
Steve Green

Stu Poole

Chris Melsher Christopher Brocking

Dave Curran
David Chambers
Diletta Ponchielli

Emma Tilt Gemma Love Geoff Flanagan Ghy Sampson

Hazel Flanagan

Kaos Sampson Kerry McMinn

Kerry Taylor Lynn Watt

Pris McGrath Ronie Ponchielli

Ruth Eglington Sachie Cornish

Sarah Quinlivan Shervorn Monaghan

Siobhán Burke-Adams

Sophia Shah Willow McGrath

Aharon Coward Callum Braidwood

PG 22 GBA Charlie Miles
Dominic Perera
Freddie Willatt
George Miles
Lui Sarabia
James Sinden
Joseph Rawlins
Phil Martinez
Patrick Miles
Tane Cotterel-East

#### Mattel Boys New Media

**Producer** Brian Ulinger

Director of Licensing and Development Jeff Goodwin

Senior Vice President Amy Boylan

Sr. Manager, Marketing Debra Shiens Marketing Coordinator Mary Calonico-Welch

Special Thanks
Chris Parker
Dan Owen
Ray Adler
Toni DeBerry

Rob Hudnut Shelley Tabbut

Animated
Sequences by
Mainframe
Entertainment, Inc.

Team Theme Music by Ball of Waxx

THO

Senior Project Manager Roger Carpenter

Project Manager Mark Morris

Creative Manager Roger Faso Vice President, Product Development Philip Holt

Director of Product Development, Europe Mike Gamble

Executive Vice President, Worldwide Studios
Jack Sorensen

Test Lead Mark Vance

Testers
Samuel Woolley

Mayra Serpa Jason Johnson Marcus Lee Shane Englefield

1st Party
Submission
Supervisor
Evan Icenbice

1st Party Tester Scott Ritchie QA Technician Mario Waibel

QA Database Administrator Jason Roberts

Director of Quality Assurance Monica Vallejo

Senior Vice President, Worldwide Marketing Peter Dille

Director, Global Brand Management John Ardell

Product
Marketing
Manager
Kevin Hooper

Director, Creative Services Howard Liebeskind

Senior Manager, Creative Services Kathy Helgason Senior Media Relations Manager Jennifer Campana

Packaging Design Origin Studios

Special Thanks
Brian Farrell
Alison Locke
Tiffany Ternan
Terri Schiek
Germaine Gioia
Leslie Brown
Brandy A. Carrillo
Brian Christian
Dana Dispenza
Josh Austin

lain Riches



TM, @, Game Boy Advance and Nintendo GameCube logo are trademarks of Nintendo.

CONTENT RATED BY

istered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are the property of their respective owners.







Look for the song "HOT" by SMASHMOUTH as featured on the World Race™ Episodes on VHS & DVD!

## MITEDWARRANTY

**Warranty and Service Information** 

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 32148. Please use this code to identify your Product when contacting us.

**Limited Warranty** 

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

#### THQ Inc.

Customer Service Department 27001 Agoura Road, Suite 270 Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c)

the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

#### Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

#### **Warranty Limitations**

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THO. ANY APLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

#### Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and International copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.



**EVERYONE** 



Visit www.esrb.org for more ratings information.

ESRB CONTENT RATING

www.esrb.org



GAMEBOYADVANCE



IIIIIIIII. THE COME

THQ Inc., 27001 Agoura Road, Suite 270, Calabasas Hills, California 91301

HOT WHEELS and associated trademarks and trade dress are owned by, and used under license from, Mattel, Inc. © 2003 Mattel, Inc. All Rights Reserved. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners. TM, ®, Game Boy Advance is a trademark of Nintendo.

PRINTED IN USA